

ACG::IRenderer

```
classDiagram
    class ACG_IRenderer["ACG::IRenderer"]
    class DepthPeeling
    class NormalRenderer
    class Renderer
    class ToonRenderer
    ACG_IRenderer <|-- DepthPeeling
    ACG_IRenderer <|-- NormalRenderer
    ACG_IRenderer <|-- Renderer
    ACG_IRenderer <|-- ToonRenderer
```

The diagram illustrates a class hierarchy. At the top is the base class 'ACG::IRenderer'. Below it are four subclasses: 'DepthPeeling', 'NormalRenderer', 'Renderer', and 'ToonRenderer'. A horizontal dotted line separates the base class from the subclasses. Vertical dotted lines connect each subclass to the base class, with a solid black triangle pointing upwards at the connection point for 'NormalRenderer'.

DepthPeeling

NormalRenderer

Renderer

ToonRenderer